

EPISODE OUTLINE - DOUBLE TROUBLE

*need motivation
for mischief*

| | | |
|-----------------------|------------------------|---------|
| Principal Characters: | Supporting Characters: | Extras: |
| All (Less Vickie) | None | 2-3 |

SOCIAL THEME: Don't prejudge people

STATION EVENT: Winning the "Best Kept Station Award"

THOMAS EPISODES: "The Diseasal" and "Donald's Duck"

PUPPET SONG: "This Train"

PICTURE MACHINE SONG: TBD

ACQUIRED FOOTAGE: None

CREATIVE PLAY: Tracing, coloring, cut-out dolls and paper flowers

BILLY STORY: Distinguishing animals in nature

RESOLUTION: Learning not to jump to conclusions about people

STORY OUTLINE: Story opens with Kara girls making cut-out dolls from paper, while Dan traces his hand on paper. Mr. Conductor arrives, and the kids convince him to allow them to trace his image on paper--which they do. Mr. Conductor vanishes to some far away place, promising to return shortly to see how the drawing is coming.

Dan colors in the drawing to look more life-like. While he colors it in, the kids describe how Mr. Conductor is always trying to pop in and surprise Billy, and how Billy calls him a "trickster." The kids elaborate on this theme with a series of "what ifs" about a more mischievous version of Mr. Conductor.

Mr. Conductor reappears and examines the sketch of him, tips his hat, says it could almost be his double, etc. This leads him into the TTE story: "The Diseasal."

Once the story is over and Mr. Conductor has reviewed it (as a kind of foreshadowing of what's to come), he vanishes. The kids find some of his gold sparkle dust has been left behind. They decide to sprinkle it on the picture to make it look more like Mr. Conductor.

Stacy comes over and reminds the kids that today is a big day: Shining Time Station is going to be judged by J.B. King, along with all the other stations, to decide which is the Best Kept Station. The kids forget all about the drawing and join Stacy in cleaning up the station.

While the kids are away, the drawing of Mr. Conductor is magically transformed (by the golden sparkle dust) into a double of the real Mr. Conductor. This double is very mischievous. He can't appear or disappear, and so he must always run in and out of the frame. Also, all he ever does is hum--until the end of the show. When he comes to life, he steps away from the paper, ripping away a perfect outline of his form. Consequently, he always has a thin white boarder around him where the paper stuck to his body.

Meanwhile, Stacy enters the station with some lavender flowers, which she arranges around the place to brighten it up and add some fragrance while working toward making it the Best Kept Station on the line.

Schemer bursts in, overloaded with cleaning equipment. He explains that his arcade business is on the line: if Shining Time doesn't win the Best Kept Station award, J.B. King is going to turn the arcade into a baggage area. Schemer, for once, is obsessed with cleaning up the station, and in typical fashion begins dashing around ordering people about while he manages to tangle himself up in the vacuum hose, step in the mop bucket, etc.

One of the kids decide it would be easier to work with a song, and puts a nickel in a the jukebox box. Unseen by all but the audience, Mr. Conductor's double is perched on top of the jukebox watching. Puppet song: This Train.

Prior to the song Tito complains about not having enough nickels for all of their hard work. A cut away to Mr. C's double during the song shows him dropping nickels into the machine. Inside the jukebox box, nickels begin rolling down the shoot until, by the end of the song, the nickels are up to the puppets necks. Tito peeks out from under a pile and decides that he finally has enough nickels to hold him for a while. A cut back to Mr. C's double shows him gleefully humming.

He moves on to his next mischievous act: Stacy's flowers. We see him strolling over to the flowers, which he sniffs, then rubs--which ruins the flower. A shot of the other flowers shows that he's destroyed them all.

Stacy discovers the ruined flowers, and calls Billy out to have a look. While Billy is out of his workshop, Mr. C's double climbs on the desk and takes a pencil and begins to doodle all over Billy's new schedule.

Stacy confers with the kids, who claim they had nothing to do with the flowers. Stacy decides they'll quickly make some paper flowers to replace them. Billy goes into his office to get some colored paper and discovers his schedule all marked up.

Out on the main set, unseen by the others, Mr. C's double totally rearranges the schedule board, then runs off. Billy comes out of his office, sees the rearranged schedule board and knows that something is up. Dumbfounded, Stacy speculates that the only one who could do this kind of thing would be Mr. Conductor--but why?

On the other side of the station, the kids have just finished neatly arranging all the luggage. Mr. Conductor's double scampers to the top of the luggage pile and tries to reach for some object that's caught his attention. The luggage comes crashing down to the floor.

While the kids are looking at the toppled luggage, Mr. C's double appears over Schemer's shoulder. Schemer is trying to mop up the arcade. Suddenly, mountains of suds begin to foam out of his mop bucket. Schemer tries to beat back the suds, until he finally falls into the suds and disappears for a moment under the bubbles. When he does clammer to his feet, he's covered.

One of the kids then spots Mr. C's double chuckling to himself.

Billy, Stacy and the kids are conferring in Billy's office, trying to decide why Mr. Conductor is doing these things. The real Mr. Conductor appears, and the kids accuse him to causing all of the mischief, while Billy and Stacy ask a few pointed questions. Mr. Conductor denies everything, but the kids don't believe him. His feelings hurt, he vanishes.

While the kids are certain that he's at fault, Billy isn't so sure. He reminds the kids that sometimes things aren't what they appear. A Billy story about how similar animals look, until you get to know them and their behavior, drives home the point. Some animals simply don't do certain things (a bear doesn't fly, for example), and people are the same way. Before they go judging Mr. Conductor, they should make totally sure he's the one at fault. } find out the reason

Meanwhile, out on the main set, Mr. C's double is strolling around eating Cheeze Giggles, leaving a trail of crumbs on the floor where the kids had just cleaned. Discovering the trail, the kids follow it to the paper where they had traced Mr. Conductor. They see where the image is cut out, and surmise what's happened and feel badly for having wrongly accused Mr. Conductor.

Mr. Conductor appears with his suitcase: he knows when he's not wanted, and he's planning to leave. The kids beg him to stay, and tell him what's happened--how they used his magic dust, and how a mischievous double is loose in the station.

Mr. Conductor realizes that you've got to be tricky to catch a trickster, and this leads into TTE story: "Donald's Duck."

Coming out of the story, Mr. Conductor and the kids watch as Mr. C's double gleefully plays some devilish tricks on Schemer over in the arcade. Schemer finally runs out claiming that the place is haunted.

Mr. Conductor confronts his double. It turns out that his double is tired and lost, and he really would rather be a drawing again. Mr. Conductor grants his wish, and the double is restored to being a drawing. Now the rest of them can at last clean the station. (As an alternative, Mr. Conductor could try and trick his double into becoming a drawing again.)

Time passes.

J.B. King arrives for a white glove inspection of the station. He mentions the names from other stations that are in competition for the award. In the midst of this, Schemer bursts back in with some clumsy cleaning contraption, which only trips him up.

After the inspection, J.B. King says that Shining Time will win but on only one condition: he's spotted the drawing of Mr. Conductor and he would like to have it. Stacy knowingly agrees to let him have it.

J.B. King gives the station their award and exits with the drawing in his hand--and Shining Time Station is safe again.

unusual
story
why is Mr C's
double the
way he is

ATT: RICK SIGGELKOW - AR1041

1.

Sc 1 (HANDSET) DOUBLE TROUBLE.....DRAFT TWO

OPEN on the LOST & FOUND AREA. KARA is cutting a very neat string of FIVE PAPER DOLLS from a single sheet of paper. Her CONCENTRATION is fierce throughout the following:

DAN is TRACING various parts of his anatomy. We can see SEVERAL BOTCHED attempts at his FOOT and HAND..now he is trying to trace his ARM, but the LOOK ON HIS FACE tells us that he is not pleased with his attempt. He SIGHS HEAVILY and

Trys to TRACE HIS HEAD. He lays it sideways upon the table, but the effort to TRACE is terribly CLUMSY.

He is extremely disappointed at the result.

He SIGHS once again and looks at KARA:

DAN

Kara. Can I trace your head?

KARA (concentrating)

Not now. I'm busy.

DAN

Please?

KARA (as before)

Trace your own head.

DAN

I did. And it looks like a...a FOOTBALL!

KARA looks at DAN with an air of scholarly attention.

KARA

Your head is too ROUND. It looks more like a SOCCER ball.

AT THIS POINT, STACY ENTERS she notices the activity of the CHILDREN.

(CONTINUED)

47 pages

Please call 514-278-5243 Wednesday morning if any pages are missing.

Sc. 1 CONTINUED:

STACY (good-natured)

What's this?

KARA

We're making cutouts.

DAN

Aunt Stacy, can I trace your head?

STACY

Not now, honey..Um..did you children
forget?

KIDS LOOK BLANK.

STACY (cont)

Today is the Station's ANNUAL
INSPECTION.

KIDS STILL LOOK BLANK

STACY (cont)

Mister J.B. King is coming in PERSON to
inspect.

KARA LOOKS AROUND AT THE MESS ON THE TABLE AND FLOOR.

KARA

So we shouldn't make a mess?

STACY

You got it.

KARA

Oh, don't worry. We'll clean up. I'm
almost finished.

DAN

(MORE)

(CONTINUED)

Se 1 CONTINUED:

DAN (CONT'D)

I'M not! I don't know what to trace.
WHY can't I trace your head, Aunt Stacy?

STACY

Because I'm off to buy some flowers!
This will not only be a CLEAN station,
but a PRETTY one, too!

STACY EXITS, during which she says:

Billy's here, if you need anything.

KIDS

Okay.

KARA (calling)

We'll clean up, don't worry.

THE KIDS GO BACK TO 'WORK': KARA making the last few snips;
DAN looking around for something to TRACE.

MR C APPEARS. He reacts to KARA'S DOLLS:

MR C

Making me some paper friends?

CHILDREN (delighted)

Mister Conductor!!

DAN

Mister Conductor, she won't let me trace
her head.

MR C

Oh? Why not? It's ONE way to get
AHEAD. Get it? Trace her head... 'Get a
head'?

(CONTINUED)

Se. 1

CONTINUED:

DAN looks mildly puzzled. KARA is concentrating on finishing and probably hasn't heard his 'joke'. MR C SHRUGS and muses:

Ah, me...I'm AHEAD of my time..mind you,
I've had a HEAD start.

KARA (interrupting)

Look!

SHE holds up the FINISHED STRING OF DOLLS

KARA (cont)

Aren't they beautiful?

MR C

I'll say! Each one's as beautiful as the next.

KARA

Wait until I COLOR them!

DAN (idea!)

Mister Conductor, can I trace you?

MR C

TRACE me? Will it hurt?

DAN

(chuckles) No!

You just have to lie down flat.

MR C

But I'm not even a little bit tired..Oh,
well. I suppose a little lie-down will
do me good.

MR C LIES DOWN. ARMS a little out from his body; LEGS
closed.

(CONTINUED)

Se. 1 CONTINUED:

DAN begins to TRACE

MR C

.do WITH whistle or without?

DAN (laughing)

It won't show. I'm only tracing your
OUTLINE.

MR C

This is exciting! I've never been traced
before. I just can't wait to see it. I
think I'll close my eyes. I want to be
surprised.

KARA

Shhh...don't move. It's almost done.

DAN

This is going to be a PERFECT tracing.

DAN finishes tracing and sits back in his chair.

KARA

You can open yur eyes now, Mister
Conductor.

MR C OPENS HIS EYES. He MOVES THEM this way and that in a
strained attempt to see the work.

MR C

Finished already? That was faster than
making a pot of tea!

MR C RISES. STEPS AWAY IN ORDER TO LOOK.

KARA

It's a GREAT outline!

(CONTINUED)

5.1 CONTINUED:

DAN

Finally! Thank you Mister Conductor!

MR C (bows)

Happy to be of service.

KARA MOVES TO HER DOLLS, removes a CRAYON out of box and begins to COLOR.

KARA

I'm going to color each one of these
TOTALLY different!

DAN CARRYS HIS TRACING CLOSE TO KARA and begins rummaging in the BOX for suitable colors.

DAN

I'm going to color this EXACTLY like you,
Mister Conductor.

MR C makes 'neatening' gestures (smoothing jacket, patting hair, straightening cap etc..) as he MOVES CLOSER.

MR C

Lovely. Mind if I watch?

KIDS TOO ABSORBED TO REPLY. MR C SHRUGS AND ANSWERS FOR THEM:

You don't mind? I don't mind either.

(reacts to DAN)

Why..I never looked better.

DURING THE COLORING, MR C comments on both their works:

Mr C (WILD LINES)

Take CARE, Kara..scissors are sharper
than fingers.

(MORE)

(CONTINUED)

7.

Se 1 CONTINUED:

Mr. C (WILD LINES) (CONT'D)
Mind. Not too much red on the nose,
Dan. My nose's red only when I've got
the flu. That's more like it.. "IT"? I
mean: ME. That's more like ME.

KARA, FINISHED; HOLDS UP HER CUT-OUTS FOR APPROVAL. MR C
carefully scrutinizes.

KARA

There!

MR C

Bravo! Well done! I've never seen
cut-outs so well cut out. You're
certainly CUT-OUT for the job, Kara.

MEANWHILE, KARA has been looking at DAN'S handiwork

KARA

Now it REALLY looks like Mister
Conductor.

DAN

I KNOW!! Boy oboy!

MR C (examining)

Handsome chap. I swear I've seen him
somewhere before.

DAN

It's YOU!

MR C

Ah! No wonder he looks familiar.

KARA

It could be your twin.

(CONTINUED)

Se. 1 CONTINUED:

MR C (bows)

How do you do, Twin? Long time no see.

MR C does various 'takes' as he EXAMINES the tracing from different angles. (over his shoulder, under his arm etc). He smiles with amazement:

Yes..it could easily be my twin. Twins CAN be confusing, you know..just like Ben and Bill.

DAN

Who're they?

MR C

They certainly confused the Diseasal.

KIDS

DISEASAL?

MR C

Have I never told about Ben and Bill?

KIDS SHAKE THEIR HEADS 'NO!'.

Or are they Bill and Ben? I STILL can't tell them apart. Oh, well..see if YOU can:

MR C BLOWS HIS WHISTLE.

Se. 2 TTE STORY #1: THE DISEASAL.

Se. 3 (MAINSET) BACK TO CHILDREN AND MR C AS BEFORE:

MR C

It would be nice to have a twin. Then HE could eat my peas. I don't like peas very much, do you?

KARA

(MORE)

(CONTINUED)

Se 3 CONTINUED:

KARA (CONT'D)
Sometimes.

DAN

Peas. Yuck!

gratuitous

MR C CONSULTS HIS WATCH AND PATS HIS CHEEK IN SURPRISE.

MR C

Goodness gracious me! It's time to get
my whistle tuned.

HE BLOWS IT AND IT SOUNDS FLAT. HE SHAKES THE WHISTLE AS HE
DISAPPEARS IN A MIST OF SPARKLE DUST.

THE CHILDREN WAVE GOODBYE.

DAN STUDIES HIS TRACING. KARA CONTINUES TO LOOK IN THE AREA
OF MR C'S DISAPPEARANCE. SHE SEEMS TO BE FOLLOWING SOMETHING
FLOATING IN THE AIR. SUDDENLY: SHE STICKS HER HAND OUT AND
'CATCHES' WHATEVER IT IS.

KARA

GOT some!

DAN

Got what?

KARA HOLDS HER CUPPED HAND OUT TO DAN

KARA

Look!

DAN (reacting)

Wow! Mister Conductor's SPARKLE dust!!
What'll we do with it?

KARA (thinking..not sure)

I don't know..(now she does) Ah! I DO
know! Let's sprinkle it on Mister
Conductor's PICTURE! That way, it'll
look even MORE like him.

(CONTINUED)

Se.3 CONTINUED:

DAN

Great idea!

KARA CAREFULLY SPRINKLES THE DUST OVER THE DRAWING.

KARA

There!

DAN (wave to drawing)

Hello, Mister Conductor!

KARA (looks at CLOCK)

Come on! Let's clean up, we promised.

THE CHILDREN QUICKLY BEGIN CLEANING THEIR MESS AS-
STACY ENTERS CARRYING A LARGE BOUQUET OF FLOWERS

STACY

Flowers. I LOVE them!

KARA

Do you like my cut-outs?

STACY

Oh, Kara; they're BEAUTIFUL.

STACY MOVES TO LARGE VASE AND PUTS FLOWERS IN. THEN SHE SEES
DAN'S DRAWING:

Say. That looks EXACTLY like Mister
Conductor.

DAN

That's what Mister Conductor said. We
cleaned up, Aunt Stacy. Is there time to
look in the Picture Machine? Please?

KARA

(MORE)

(CONTINUED)

11.

Sc. 3 CONTINUED:

KARA (CONT'D)

Oh, can we??

STACY LOOKS AT CLOCK..SHE'S HAPPY AND PLEASED WITH EVENTS.

STACY

Why not? We've got time..in fact, I'll
join you.. *Cut to:*

Sc. 4 THE ARCADE:

THEY MOVE TO THE PIC. MACHINE. ON THE WAY, STACY LOOKS
AROUND THE STATION..I think the station can stand MORE
flowers..Will you help me get some after
the picture? *something else*

KIDS

Oh, yes! All right! etc..

THEY MOVE TO MACHINE. IT'S ACTIVATED. *Cut to:*Sc. 5 MOVIE VIEWED:
ANIMATION; 'THE DANCING MAITRE D'.Sc 6 WHEN FILM ENDS, WE'RE BACK WITH STACY & KIDS AS BEFORE.
(ARCADE)

STACY (laughing)

That's what happens when you get carried
away..you just can't stop yourself.KIDS BEGIN DOING A BIT OF THE BEAR'S' DANCE. STACY ENJOYS IT
BUT STOPS THEM WITH A MOCK WARNING.

STACY (joking)

Don't get TOO carried away!. You don't
want to wreck the station on Inspection
Day.KIDS REACT WITH EQUAL GOOD NATURE AND BECKON FOR STACY TO
JOIN THEM..

KARA

(MORE)

(CONTINUED)

Se. 6 CONTINUED:

Let's DANCE! KARA (CONT'D)

STACY

The INSPECTION, remember! C'mon..more
flowers!

STACY MARCHES OFF AND THE KIDS FOLLOW CONTINUING TO PERFORM
THE ODD DANCE STEP A LA THE BEAR.

8.7 (MAIN SET) THE STATION IS EMPTY. SUDDENLY: WE HEAR A STRANGE, MAGICAL
EFFECT..

ANGLE! THE LOST & FOUND AREA:

DAN'S DRAWING SEEMS TO BE MOVING AS IF SOMETHING WERE INSIDE
TRYING TO GET OUT. THERE'S A PROLONGED RIPPING NOISE.

THEN; RISING FROM THE DRAWING IS MISTER CONDUCTOR'S DOUBLE!
HE HAS A THIN, WHITE BORDER ALL THE WAY AROUND HIS BODY. HE
ALSO LOOKS VERY MISCHIEVOUS, QUITE UNLIKE THE REAL MISTER
CONDUCTOR. HE WALKS WITH A STRUT.

THE DOUBLE BRUSHES HIMSELF OFF..LOOKS AROUND AND:

DOUBLE

HA!
As Mister Conductor's Double-
I think I'll make some TROUBLE!
Now, what can I do
to make them all go "PHEW!"
I can mess up the floors.
Put glue on the doors.
Stop all the trains?
Clog up the drains?

HE HEARS A SOUND.

Oh, oh! Someone's coming!
~~That sound is NOT the plumbing!~~
Hee hee! I'll simply disappear!
They won't know I'm here!

(CONTINUED)

*explain
why is he mischievous?*

2. can hear them humming

Sc. 7 CONTINUED:

HE SCRUNCHES HIMSELF UP TIGHT, FOR A BEAT..THEN OPENS HIS EYES, DISAPPOINTED;

Drat! Mister Conductor can vanish. Why
can't it?
It's not fair at all! Fiddley FIE!

AS THE 'OFF' SOUND OF APPROACHING FOOTSTEPS INCREASES, THE
DOUBLE PANICS AND RUNS OUT OF FRAME. JUST IN TIME TOO,
BECAUSE;

~~THE MAIN SET:~~

STACY AND THE KIDS ENTER, CARRYING FLOWERS AND VASES.

STACY

Mmmmm. I LOVE the smell of flowers.

KARA

I hope Mister J.B. King does, too.

STACY

Well..we can only do our best.

THEY POP THE VARIOUS FLOWER BUNCHES INTO THE VASES THEN THEY
GATHER IN THE MIDDLE OF THE SET TO ADMIRE THE COLORFUL
SCENE.

STACY

Not only will the station LOOK clean.
It'll SMELL clean, too!

KARA

I hope we pass the inspection.

DAN

If we don't pass will we be in trouble?

STACY

Well..all I know is that J.B. KING HATES
to see a dirty station. I've heard that
if he finds ANY dirt at all..even a speck
of DUST, he'll scream and holler and jump
up and down and maybe make us clean the
place all over again.

(CONTINUED)

Se. 7 CONTINUED:

KIDS LOOK ANXIOUS AND MOVE AROUND THE ROOM CHECKING TO SEE IF EVERYTHING IS AS CLEAN AS THEY HOPE IT TO BE.

SCHEMER ENTERS. HE'S IN A STATE OF PANIC AND IS OVERLOADED WITH CLEANING EQUIPMENT. IN ONE HAND IS A PAIL OF WATER AND THE OTHER PULLS A HUGE, INDUSTRIAL VACUUM CLEANER. UNDER HIS ARMS ARE ASSORTED BROOMS AND MOPS AND PLASTIC BOTTLES OF CLEANSERS ETC.

THE OTHERS CAN'T BELIEVE THEIR EYES. SCHEMER, CLEANING?

SCHEMER SEES THEM WATCHING..

SCHEMER

Hey! Don't just stand there, give me a hand. Mister J.B. KING, Esquire, could come in any minute!

STACY

Everything's under control, Schemer..I even dusted around your arcade.

SCHEMER

DUSTED? You know how Mister J.B. KING is! He looks for more than DUST" He looks for DIRT! GREASE! GRIME! all KINDS of stuff.

~~THE ARCADE~~

STACY AND KIDS EXCHANGE LOOKS AS SCHEMER MOVES INTO HIS ARCADE, WHILE CONTINUING HIS SPEECH:

Se. 8. Grease
You could have SCRUBBED this place instead of just dusting..why do I have to do EVERYTHING? A guy can't even sleep LATE anymore! Lucky my Mommy had all this cleaning stuff.

DURING THE ABOVE, MR C'S DOUBLE CAN BE SEEN PEEKING AT THE ACTION.

DOUBLE

(MORE)

(CONTINUED)

Sc. 8 CONTINUED:

DOUBLE (CONT'D)

Hee hee! What DO I see?

A chance to make TROUBLE!

Which I'll double and DOUBLE!! Ha HA!

SCHEMER MOVES TO THE CENTER OF HIS ARCADE AND SLOWLY PUTS HIS EQUIPMENT DOWN. AT ONE POINT HIS BACK IS TO THE VACUUM AND HE BENDS TO POUR SOAP INTO THE BUCKET, WHEN:

WE SEE THE DOUBLE MOVE TO THE HUGE VACUUM AND POINT A FINGER IN THE DIRECTION OF THE SWITCH.

APPROPRIATE FX AS THE SWITCH FLICKS TO THE 'ON' POSITION.

THE VACUUM ROARS TO LIFE AND BUMPS THE BENT OVER SCHEMER SO THAT HE SPRAWLS OVER HIS EQUIPMENT SENDING IT FLYING ALL OVER THE ARCADE FLOOR.

THE DOUBLE THINKS THIS IS HILARIOUS AND HUMS MISCHIEVOUSLY AS HE RUNS TO HIDE BEHIND A CHAIR LEG.

SCHEMER IS HELPED TO HIS FEET BY STACY AS THE KIDS BEGIN PICKING UP SOME OF HIS SPILLED STUFF.

STACY

Easy..don't slip..are you all right?

SCHEMER

No. I'm not. I'm RUINED!

STACY

Don't worry, there's still time.

SCHEMER

Dust! Dirt! GRIME!! Look at it! I'm DOOMED!

STACY

Don't exaggerate, it's not the end of the world..even if you DON'T pass the inspection.

(CONTINUED)

Se 8 CONTINUED:

SCHEMER

That's where you're wrong, Miss
Smarty-pants. Mister J.B. King
Esquire's got it in for me.

STACY

You mean, he's mad at you? why?

SCHEMER

Oh...I borrowed his favorite engineer's
cap to show my mommy and I LOST it.

STACY

Oh, dear. That's serious.

SCHEMER

If I fail this inspection. Goodbye
Arcade and Hello Baggage area. How will
I ever clean this mess all by myself?
What can I do?

STACY

You could say 'please'?

SCHEMER

Pardon?

KARA

If you want us to help; you only have to
say" "Please".

SCHEMER

Look..I'll give you each a lucky nickel
if you help. AND, that very nickel will
be accepted here in Schemer's Arcade.

STACY

(MORE)

(CONTINUED)

Se. 8 CONTINUED:

STACY (CONT'D)

Schemer.

SCHEMER LOOKS AT STACY. HER EYES TELL ALL:

What's the Magic Word?

SCHEMER

Magic Word? You mean P..p..pl..

STACY

There's more.

SCHEMER (CLOSES HIS EYES AND BLURTS)

SCHEMER

P..p..p..PLEASE will you help me clean my arcade? Please? Oh, please? I BEG you! Please?

STACY & KIDS LAUGH AND MOVE TO HELP. KARA HAS A THOUGHT:

KARA

Let's have some music while we work; it's more fun that way.

KARA MOVES TO THE JUKEBOX BUT SCHEMER POINTS A WARNING FINGER:

SCHEMER

It'll cost you a nickel.

THE OTHERS GIVE HIM A 'LOOK'. HE RESPONDS BY SMILING HIS 'JUST KIDDING' SMILE AND SAYS:

Okay..okay..I'LL pay this time, but YOU get lunch.

IT'S PAINFUL BUT HE GIVES KARA A NICKEL.

(CONTINUED)

Sc. 8 CONTINUED:

SHE INSERTS IT INTO THE JUKEBOX. *cut to*

Sc. 9. *(INT. JUKEBOX)* IN THE JUKE'S INTERIOR, WE SEE THE BAND REACT TO THE NICKEL.

REX

Looky that! Duty calls. *cut to*

Sc. 8A. *ARCADIA* ~~CUT~~ TO THE DOUBLE STANDING ON THE JUKEBOX LOOKING IN.

DOUBLE

Hee, hee! They'll get a big ^{little} kickle
when they see more than ONE nickel! *cut back to*

Sc. 9A. *INT. JUKEBOX* ~~BACK~~ INSIDE THE JUKEBOX, WE SEE THAT THE NICKELS KEEP COMING
DOWN THE CHUTE.

REX

Looky that! And THAT! and that and that
and that..well, I can go on-

TEX

But don't. I get the picture.

DIDI

I thought I was seeing DOUBLE, but this
is too much!

TITO

Is this not wonderful? IF this keeps up,
I'll have to store my collection in the
PIANO! Schemer won't see a nickel of
these nickels! I may have to hire a
TRAIN to carry them away!! One! Two!
Three! Hit it!

THE BAND PLAYS 'THIS TRAIN', DURING WHICH WE INSERT THE
FOLLOWING WILD LINES:

REX

This's amountin' to a nickel a note!

(CONTINUED)

Sc 9A CONTINUED:

TEX

Those coins are music to mah ears.

GRACE

These things are nearly up to my BOOTS!

DIDI

We should be able to coin a phrase or two!

TITO

This train's goin' to Nickel City, babe!

Sc 9B
ARCAD DURING THE ABOVE, WE SEE THE DOUBLE REACTING WITH GIGGLES AND HUMS.

Sc 9B
INT. JUKEBOX THE PUPPETS HAVE FINISHED THE SONG ^{AND} ARE UP TO THEIR NECKS IN NICKELS WHICH HAVE FINALLY STOPPED ROLLING IN.

TITO POPS HIS HEAD OUT FROM UNDER THE NICKELS:

TITO

Ahhh! There's gonna be a whole lot of COUNTING going on!

Sc 10
ARCAD OUTSIDE THE JUKEBOX WE SEE SCHEMER, STACY & KIDS FURIOUSLY CLEANING THE ARCADE. *CUT TO*

NOT FAR AWAY, THE DOUBLE IS UP TO SOMETHING NEW AS HE EXAMINES A VASE FULL OF BEAUTIFUL FLOWERS. HE IS HUMMING.

DOUBLE (END HUM)

Flowers are ^{*dangerous*} boring, don't you agree?
Their SMELL, for one thing, attracts the odd BEE.

HE THEN GIVES THE FLOWERS A SHAKE. A MAGICAL EFFECT AND THE VASES NOW CONTAIN DRIED UP WEEDS AND DIRT-ENCRUSTED ROOTS.

(CONTINUED)

Sc. 10
CONTINUED:

THE DOUBLE GIGGLES AND RUNS OUT OF FRAME.

SCHEMER IS SHINING THE JUKEBOX. STACY IS STEPPING BACK TO SEE IF SHE'S MISSED ANYTHING WITH HER FEATHER DUSTER AND THE CHILDREN SET THE BROOMS ASIDE.

KARA

Finished.

SCHEMER STOPS AND ASSUMES THE AIR OF AN INSPECTING OFFICER.

SCHEMER

Now. I shall inspect.

KARA

It's clean, Schemer.

DAN

Not one speck of dust.

SCHEMER

I'LL be the judge of that.

SCHEMER WALKS AROUND THE ARCADE TOUCHING SURFACES, PEERING CLOSELY INTO CORNERS, SHINING THE ODD THING WITH HIS TIE AND MUTTERING PROUDLY:

Good. Not a speck. Excellent. Not a smear..or a smudge or a..gaspl

HE SPOTS SOMETHING IN THE MIDDLE OF THE FLOOR. HE CAN'T BELIEVE IT. WE SEE IT, TO. IT LOOKS LIKE AN INK STAIN.

A STAIN! THERE! I thought you kids cleaned?

DAN

We did!

KARA

(MORE)

(CONTINUED)

Sc. 10 CONTINUED:

KARA (CONT'D)

It's just a stain. It wouldn't come out. I scrubbed and scrubbed.

SCHEMER

Just...a..STAIN???! We've GOT to get it out!

KARA

It won't budge.

SCHEMER

I'll make it budge..the trouble with you kids is that you don't have enough old-fashioned ELBOW GREASE!

HE GRABS THE SOAP. IS ABOUT TO POUR IT INTO PAIL WHEN HE READS THE LABEL:

"Use for Grit, Grime, Grunge and Glop. Where's it say about STAINS? It doesn't SAY about stains! This is the wrong soap.

DAN

It's your Mommy's soap.

SCHEMER

You leave my mommy out of this. (GETS IDEA) Ah! I know where to get some REAL soap. Be right back!

SCHEMER MAKES A FAST EXIT.

THE CHILDREN SHRUG AND BUSY THEMSELVES WITH SHINING THE PICTURE MACHINE.

Sc. 11 -THE MAIN SET: CUT TO

STACY HAS MOVED FURTHER INTO THE CENTRAL AREA IN ORDER TO GET THE LONG VIEW. SHE IS CLOSE TO BILLY'S OFFICE.

.SI SHE SPOTS THE VASES AND IS PUZZLED TO SAY THE LEAST:

(CONTINUED)

Sc. 11 CONTINUED:

STACY

What's going on?

She knocks on BILLY'S DOOR.

Billy.

BILLY EXITS FROM HIS OFFICE.

BILLY

Hi Stacy, what's up? You look worried.
Trains late?

STACY

Come here. I want to show you
something.

AS STACY AND BILLY MOVE TO VASES, WE SEE THE DOUBLE MAKE A
FAST ENTRY INTO BILLY'S OFFICE-WORKSHOP.

DOUBLE

Hee hee...and NOW: something SILLY for
BILLY!

BILLY

Are those supposed to be flowers?

STACY

They were when we brought them in..

THEY STAND THERE, PUZZLED.

Sc. 12(A) BILLY'S OFFICE: WORKSHOP

THE DOUBLE IS SCAMPERING AROUND BILLY'S DESK AND CLAPPING HIS
HANDS WITH MISCHIEVOUS GLEE:

DOUBLE

Hee hee! There's plenty of paper here
and there-
And it's all ending up in Billy's HAIR!

(CONTINUED)

CONTINUED:

Sc 11(B) THE MAIN SET:

KARA AND DAN NOTICE THE CONCERNED BILLY AND STACY AND MOVE TOWARDS THEM. AS THEY DO SO, THEY NOTICE THE VASES:

BILLY

Beats me, I can't figure it out.

STACY

Me neither. Maybe the kids-

DAN

WE didn't do it!

STACY

Dan, of course you didn't. I wasn't-

BILLY

We know you didn't do this. But SOMEBODY did it.

KARA

Who?

STACY

Whoever it was, I hope they're not coming back.

DAN

Mister King is gonna fail us for sure.

KARA

Do we have time to buy more fowers?

STACY (cheering)

No! But we can MAKE some!

(CONTINUED)

24.

11(B) CONTINUED:

KARA

PAPER flowers, YEAH!

DAN

Can I make some, too?

BILLY

You betcha. But first we need colored paper. C'mon Dan, let's see if we can find some.

BILLY AND DAN HEAD FOR BILLY'S OFFICE.

STACY

Better get the scissors out, Kara.

KARA

Okay!

Sc. 13 ~~BILLY'S OFFICE~~ (WORKSHOP) cut to.

AS SOON AS BILLY AND DAN ENTER, A GREAT PILE OF SHREDDED PAPER FALLS ON THEM FROM ABOVE.

DAN

YEOW!

BILLY

Something very strange is going on.

Sc. 14 THE (MAIN SET:) WE SEE THE DOUBLE WALKING PAST THE SCHEDULE BOARD AND WAVING HIS HAND IN ITS DIRECTION: MAGICAL FX ARE HEARD. cut to.

DOUBLE

Hee hee! I like to play games with names.
With a flick of my wrist I'll twist up the LIST!

(CONTINUED)

Sc. 14 CONTINUED:

BILLY AND DAN EXIT FROM THE OFFICE.
THEY HAVE BITS OF PAPER
IN THEIR HAIR ETC.

STACY

What happened?

DAN

We just walked into Billy's office when a
ton of PAPER fell on us..it's ALL over
the place!

BILLY AND STACY EXCHANGE CONCERNED AND PUZZLED LOOKS.

BILLY LOOKS DOWN AND REACTS TO THE SCHEDULE BOARD:

BILLY

Now, what's this?

A LOOK AT THE SCHEDULE BOARD SHOWS MIXED UP NAMES:

THE SCHEDULE BOARD: WICKYDILL; WEGGY EGG; FAT CORNERS; MOUNT
CARELESS; DILLY GOBBLE; UNLUCKY LAKE ETC..

STACY (off)

The NAMES are all mixed up!

DAN (off)

Weggy Eggy?! It should be EGGY WEGGY!

KARA (OFF)

And Wicky Dill should be Dillywick!

DAN (off)

And look at that! It says FATTY
Corners!

~~THE MAIN SET:~~ THE FOUR OF THEM STAND, AS BEFORE, LOOKING
CONCERNED AND PUZZLED.

(CONTINUED)

Se H
CONTINUED:

KARA

It's supposed to be CHUBBY Corners!

BILLY

I don't like what I'm thinking.

STACY

I think I'm thinking it too.

KARA

What? What are you thinking?

DAN

I'M not thinking ANYTHING. I'm just
CONFUSED.

BILLY

It takes MAGIC to do this.

STACY

And..well...(shakes her head with
disbelief).

BILLY

Better have a talk with Mister
Conductor.

CHILDREN

MISTER CONDUCTOR??

DAN

He wouldn't!

STACY

Dan, I'm SURE he wouldn't, but there's no
one else around here who's MAGIC.

(CONTINUED)

Sc 14 CONTINUED:

KARA

Sure, he COULD; but he WOULDN'T!

BILLY

We're not saying he did.

STACY

I know it doesn't make sense. Mister
Conductor is our friend.

Sc 15 (THE ARCADE) SCHEMER IS STRUGGLING MIGHTILY AS HE ROLLS IN AN
ENORMOUS STEEL DRUM. A SPIGOT WITH A SHORT HOSE ATTACHMENT
STICKS OUT OF ONE END. THE END OF THE HOSE HAS A SPRAY
NOZZLE. AT ONE POINT HE STOPS TO TAKE A BREATHER AND WE GET
A CHANCE TO READ THE HEAVY BLACK LETTERING ON ITS SIDE:

"STAINBLASTER SOAP!"

SCHEMER (to himself)

This Stainblaster Soap will get that
stain out.

HE HUMPS THE DRUM INTO THE MIDDLE OF THE ARCADE FLOOR AND
POSITIONS IT CLOSE TO THE STAIN.

There! I'm gonna GET you stain. Kiss
that floor 'goodbye'!

SCHEMER GRABS THE HOSE. THEN HE STOPS, REALIZING SOMETHING
AND PEERS AT THE SIDE OF THE DRUM.

Better read the directions, first.

MEANWHILE, WE SEE THE DOUBLE HIDING BEHIND THE SOAP DRUM. HE
IS RUBBING HIS HANDS TOGETHER WITH GLEE; HAS HE GOT A TRICK!

DOUBLE

Hee hee! Soap may clean away the MUD.
But it also makes a lovely SUD!
Not ONE sud of course, but MORE!
In fact, it'll make SUDSY SUDS GALORE!
Hee hee hee!

(CONTINUED)

28.

Sc. 15 CONTINUED:

SCHEMER STRAIGHTENS UP LOOKING SATISFIED. HE GRABS THE NOZZLE AT THE END OF THE HOSE AND AIMS IT AT THE STAIN.

All I gotta do is AIM and SPRAY. The STAINBLASTER will do the rest.

HE HOVERS OVER THE STAIN AND TURNS THE NOZZLE. NOTHING COMES OUT. PUZZLED, SCHEMER TWISTS AND TURNS THE NOZZLE IN AN ATTEMPT TO ACTIVATE THE SOAP.

WHAT HE DOESN'T SEE, BUT WE DO, IS THE ENORMOUS QUANTITY OF SUDS EMERGING FROM AROUND THE LID OF THE DRUM. AND THEY'RE TRAVELING FAST!

A SOUND ALERTS SCHEMER AND HE TURNS TO SEE THE MULTIPLYING SUDS. TOO LATE! BEFORE HE CAN MOVE AWAY, HE'S SURROUNDED BY THEM.

Hey! WHAT THE?! Glug! Glock! YIPES!

SCHEMER SLIPS AND DISAPPEARS AMONGST THE RAMPAGING SUDS.

HELP! GLUG! SPUTTER! ETC!

Sc. 16 THE (MAIN SET):

KARA IS QUIETLY MOVING ALONG THE MURAL. SHE CALLS SOFTLY:

KARA

Mister Conductor! I know you didn't do it..Mister Conductor..where are you?

SHE STOPS SUDDENLY AND LOOKS TOWARDS THE ARCADE AND REGISTERS SHOCK. SHE CAN'T BELIEVE HER EYES.

(SHOCKED WHISPER) Mister Conductor!

Sc. 17 (A) THE ARCADE. THE DOUBLE IS SITTING ON THE JUKEBOX ENJOYING THE SPECTACLE OF SCHEMER AND THE SUDS. HE IS LAUGHING AND CLAPPING HIS HANDS WITH GLEE.

DOUBLE

Hee hee hee! That TICKLES me!

(CONTINUED)

29.

~~CONTINUED:~~

Sc. 16(A) THE MAIN SET:

KARA, AS BEFORE;

KARA

THIS IS TERRIBLE!

SHE TURNS AND RUSHES OFF.

Sc. 15(B) THE ARCADE:

THE SUDS HAVE STOPPED. SCHEMER MANAGES TO GET TO HIS FEET. HE RESEMBLES A SUDSY MICHELIN MAN. HE WIPES SUDS FROM HIS EYES AND MOUTH. HE LOOKS AROUND WITH CAUTION:

SCHEMER

Something WEIRD is happening. I've told them and I've TOLD them: This place is HAUNTED. But they never believe me!

Sc. 17 BILLY'S OFFICE (AS BEFORE)

KARA HAS JUST RELAYED HER OBSERVATION AND THE OTHERS LOOK SHOCKED AND DIS-BELIEVING.

STACY

No!

KARA

It's true. I SAW him.

DAN

I don't believe you.

KARA

I wish it wasn't true but I SAW Mister Conductor LAUGHING at Schemer.

STACY

This is TERRIBLE!

(CONTINUED)

3.17 CONTINUED:

THE REAL MISTER C APPEARS, SMILING HIS USUAL, FRIENDLY SMILE. HE IS HOLDING A YUMMY LOOKING ICE-CREAM CONE.

MR C

What's terrible? The price of ice cream? I agree.

DAN

Say it isn't true, Mister Conductor. Please?

MR C

Ah, but it is, I'm afraid.

THEY'RE ALL STUNNED BY THIS ADMISSION.

KARA (TO MR C)

How COULD you?

MR C

(REFERS TO CONE) It isn't easy, I admit. But I try to eat only ONE a day.

STACY

I just don't understand, Mister Conductor. We're sure to fail the inspection, thanks to you! And all you talk about is ICE CREAM!

MISTER C LOOKS FROM THE ICE CREAM TO THEM AND ^{IES} TRYS TO MAKE SENSE OF IT ALL.

MR C

YOU don't understand? I don't understand.

DAN (TOTAL DISAPPOINTMENT)

Mister conductor, it's not very nice.

(CONTINUED)

31.

Sc. 17 CONTINUED:

DAN AND KARA WALK TO THE FAR SIDE OF THE OFFICE, HEADS DOWN IN SHAME. STACY LOOKS SADLY AT MR C AND SHAKES HER HEAD. BILLY AVOIDS EYE CONTACT.

MR C

Fail the inspection? Thanks to ME? What did I do?, Will someone please explain?

STACY

I don't know what to say.

BILLY

I think you'd better leave, Mister Conductor.

MR C (PUZZLED, ANGRY AND HURT)

Leave? I'll do better than that. I'll GO! Forever!

MR C EXITS IN AN ANGRY CLOUD OF SPARKLE DUST.

BILLY HEAVES A SIGH. STARES INTO SPACE FOR A MOMENT, THEN SITS ON THE EDGE OF HIS DESK. HE GESTURES FOR THE OTHERS TO 'GET COMFORTABLE'.

BILLY

This whole thing doesn't make sense.

STACY

You're telling ME. But, what ELSE can we think?

KARA

Billy, do you have ANY idea what's going on?

DAN

I know what's going on: Mister Conductor's gone CRAZY!

(CONTINUED)

Sc 17 CONTINUED:

BILLY

Hold on, Dan. This whole thing reminds me of something. When I was a kid, not much older than you; I used to spend a lot of time in the woods. They were like a second home to me. My favorite place was this big old chestnut tree. I used to climb it every chance I got. Sometimes I stayed up there all day. As a result, I got to know most of the little creatures that lived there. Especially this squirrel. I named him Herman. He looked just like a teacher I once had. Mister Herman..pudgy cheeks..wiggled his nose. Herman and I became pretty good friends. I even used to share my lunch with him. Well, one warm, sunny afternoon I was lying on one of the tree's mossy branches, watching the sunbeams dance along the leaves and I fell asleep. When I woke up, I couldn't find my baseball cap. The first thing I thought was that Herman stole it. I was kinda mad..I thought we were friends and when Herman appeared I yelled at him: "Where's my HAT?" Herman, of course, didn't like the tone of my voice and took off like a shot. Still mad I climbed down and guess what? There was my baseball hat. It must have fallen off while I slept. I should have known that Herman didn't steal my hat. It wasn't in his NATURE to do that sort of thing. Just like it isn't in Mister Conductor's nature to play nasty tricks, is it?

KARA

It sure isn't.

DAN

I KNOW it isn't!

STACY

(MORE)

(CONTINUED)

33.

Sc. 17 CONTINUED:

STACY (CONT'D)

I want to believe you're right...but..

BILLY

If we KNOW Mister Conductor wouldn't do mean things, we shouldn't even THINK that he's guilty.

KARA

But I did SEE him..he was laughing at Schemer..I told you.

STACY

There MUST be some explanation.

BILLY

There usually is.

Sc. 18 THE MAIN SET

MR C'S DOUBLE IS MEANDERING ABOUT EATING A LARGE BAG OF CHEESE GIGGLES. A TRAIL OF CHEESY CRUMES CAN BE SEEN ALL ACROSS AND AROUND THE FLOOR STACY & THE KIDS HAVE CLEANED.

DOUBLE

Hee hee! What else can I do?
What new kind of mess?
Should I play tricks on Schemer?
He's GREAT fun! Oh, YES!

THE DOUBLE DISAPPEARS AROUND A CORNER AS THE CHILDREN EXIT FROM BILLY'S WORKSHOP:

DAN

I KNOW Mister Conductor didn't do those things. I KNOW.

KARA

So do I. But WHY was he laughing like that?

(CONTINUED)

cut to.

Sc. 18 CONTINUED:

DAN

I don't know.

KARA SEES THE CHEESE TRAIL:

KARA

LOOK!

THEY FOLLOW THE TRAIL.

KARA

It's got to lead somewhere.

THEY REACH THE 'CUT-OUT' TABLE AND SEE THE TRACING. DAN HOLDS IT UP AND STICKS HIS HAND THROUGH THE CUTOUT SPACE. REVELATION!

MR C ARRIVES. HE'S CARRYING A LARGE SUITCASE.

MR C

Hello and GOODBYE. I know when I'm not wanted.

KARA

Mister Conductor we were wrong! YOU didn't do those terrible tricks!

MR C (serious)

Oh? You could have fooled me. I'm sure you were all sure that I did. That's four against one, so you MUST be right. I'll just have to keep a closer eye on myself.

DAN

It wasn't YOU; it was your DOUBLE!

MR C LOOKS BLANK. KARA POINTS TO TRACING:

KARA

(MORE)

(CONTINUED)

Sc. 18 CONTINUED:

KARA (CONT'D)

Remember the tracing Dan did of you?

MR C

Ah, yes. I've never looked better.
(reacts to CUTOUT) Say...where is it?

DAN

We don't know.

KARA

We put some of your Sparkle Dust on it
and-

MR C

AHA! I understand all! The person you
thought was me wasn't me, but an
IMPOSTER! How dare he? It's against the
law to impersonate a Train Conductor.
What does he look like? Wait. I
remember. He's a HANDSOME devil, if I
remember correctly.

DAN

He looks exactly like you.

MR C

Exactly.

KARA

What can we do, Mister Conductor?

DAN

He's going to spoil our INSPECTION!

MR C

There's only one thing to do.

(CONTINUED)

Sc 18 CONTINUED:

CHILDREN

What?

MR C

The only way to catch a trickster is to use TRICKERY! Let me think..

DAN

What would the ENGINES do on Sodor?

MR C

Ah, now THAT'S a thought. Did I ever tell you about Donald's duck?

CHILDREN

Donald's DUCK?

MR C

Now, THERE'S a story of trickery if ever there was one. Are you sure I haven't told you this before?

DAN

Uh..no.

KARA

Good! Then I'll tell you the story now. It might help us to think of a tricky idea.

MR C BLOWS HIS WHISTLE, A PUFF OF STEAM COVERS SCREEN.

THE EPISODE: "DONALD'S DUCK".

AFTER THE STORY: MR C, DAN & KARA, AS BEFORE.

DAN

Well, they tricked James with a duck...what can WE use?

(CONTINUED)

Sc. 20
CONTINUED:

MR C

We can't use a duck..might get crumbs on
the floor from the QUACKER..Ha ha..get
it? Crumbs..quacker..cracker?

KIDS TRY TO BE AMUSED..MR C SHRUGS AND CONTINUES..

If I could trick him into lying down on
the CUTOUT, I could make him disappear.

THEY ALL HAVE A BRIEF THINK. KARA GETS AN IDEA:

KARA

I know! How about making him think that
he DOESN'T look like you?

DAN

Huh? How will THAT work?

KARA

Then the Double will say that he
DOES..and all Mister Conductor has to do
is say: prove it.

DAN

Do you think it'll work?

MR C

Leave that to me. Well done, Kara.
Let's have a go, shall we?

Sc. 21 THE ARCADE

SCHEMER IS CLEANED UP AND MOVING AROUND THE ARCADE POLISHING
THE ODD THING HERE AND THERE. OCCASIONALLY, HE SHOOTS QUICK
LOOKS AT THE 'STAIN' WISHING THAT IT WASN'T THERE..HE STANDS
ON IT.

SCHEMER

My little Arcade is PERFECT..except for
this STAIN..Maybe if I stand on it and
kind of..not move..

(CONTINUED)

Cut to

Sc. 21 CONTINUED:

HE TRIES TO MANUEVER WITH HIS FEET TOGETHER AS HE TURNS AROUND. THE ATTEMPT IS CLUMSY..HE GETS A BETTER IDEA:

I've got a BETTER idea! I'll move the JUKEBOX over the stain!

HE APPROACHES THE JUKEBOX, BUT AS SOON AS HE TOUCHES IT, IT LIGHTS UP AND:

TEX (SINGING-OFF) (O.C.) (ACAPPELLA)

This STAIN'S gonna keep on the floor-y,
this STAIN!

SCHEMER FREEZES ON THE SPOT AND LOOKS AROUND SLOWLY AS IF EXPECTING TO SEE A GHOST.

Sc. 22 ~~INSIDE THE JUKEBOX.~~

TEX HAS HIS HAND OVER HIS MOUTH WHILE THE OTHER MEMBERS OF THE BAND REACT IN SURPRISE.

TEX

Ah cain't believe I sung that.

TITO

Well you DID.

SUDDENLY, TITO BEGINS SINGING AS DO THE OTHERS..THEIR MANNER TELLS US THAT IT IS COMPLETELY INVOLUNTARY:

THE BAND (SINGING AGAINST WILL) (ACAPPELLA)

THIS STAIN!!!..ETC..what the? I cain't control my chords! (CONT. CHORUS)

Sc. 23 THE ARCADE

THE DOUBLE IS ON THE JUKEBOX HAVING A GOOD LAUGH.

SCHEMER IS RELUCTANTLY MAKING AN EXIT BUT STILL CONCERNED ABOUT THE STAIN..

SCHEMER

(MORE)

(CONTINUED)

how does
double
make fun
than sing?

9:23
CONTINUED:

SCHEMER (CONT'D)

This is terrible..Ghosts or no ghosts
I've GOT to keep Mister J.E.King from
seeing that STAIN.

SCHEMER MAKES A FAST EXIT.

THE DOUBLE LAUGHS AT SCHEMER'S EXPENSE.

DOUBLE

Hee hee! Schemer's puffing like a
train!
He'll fail the inspection because of the
stain!

AT THIS POINT, MISTER C AND THE KIDS ARRIVE.

MR C

(TO CHILDREN) You say, THIS is the chap
who loooks like me?

KIDS

Yes.

MR C CLOSELY SCRUTINIZES HIS DOUBLE. THE DOUBLE ASSUMES A
COCKY POSE (HANDS ON HIPS..MISCHIEVOUS SMILE)

MR C

He's not me.

DOUBLE

Yes I am.

MR C

I'm much taller.

DOUBLE

No you're not!

MR C

(MORE)

(CONTINUED)

Sc 23 CONTINUED:

MR C (CONT'D)
You're fatter though.

DOUBLE
Oh, no I'm NOT! We're the same!

MR C
We're not the same at all..

DOUBLE
Yes we ARE!

MR C
No we're not.

DOUBLE
YES WE ARE!!

MR C
I can prove it. That CUTOUT fits my
outline PERFECTLY.
I bet it won't fit yours.

DOUBLE
Will too.

MR C
Will not.

DOUBLE
WILL TOO!!

MR C (gestures to CUTOUT)
Be my guest.

DOUBLE (LYING IN CUTOUT)
(MORE)

(CONTINUED)

CONTINUED:

DOUBLE (LYING IN CUTOUT) (CONT'D)
You'll see that I'm you.
Then you'll KNOW that it's true!

THE DOUBLE LIES DOWN, FITTING PERFECTLY INTO THE CUTOUT.

MR C IMMEDIATELY SCATTERS SPARKLE DUST ON HIM.

A ZAP EFFECT. MR C'S DOUBLE IS A DRAWING ONCE AGAIN.

MR C

Ha HA! Got you!

DAN PICKS THE DRAWING UP AND IS ABOUT TO CARRY IT OFF WHEN
THE SOUND OF VOICES STOPS HIM.

DAN

Oh oh!

KARA

Mister J.B. King! The inspection's
started!

MR C

Must do my unpacking!

MISTER C DISAPPEARS.

DAN ABSENTLY LAYS THE DRAWING DOWN ON TOP OF THE JUKEBOX.

Sc 29 THE MAIN SET.

JBK^{ING} MARCHES IN WITH STACY AND BILLY FOLLOWING. THE CHILDREN
JOIN THEM.

JB WIELDS HIS WHITE GLOVES LIKE DELICATE INSTRUMENTS OF
DETECTION. AS HE TALKS, HE FEELS AROUND, UNDER AND ON TOP OF
SURFACES WHILE MOVING THROUGH THE STATION. AFTER EACH 'FEEL'
HE LOOKS AT HIS FINGERTIPS AND SEEMS A LITTLE DISAPPOINTED TO
FIND THEM CLEAN.

JBK

(MORE)

(CONTINUED)

act 78

Sc. 24
CONTINUED:

JBK (CONT'D)

Well, the station's ship shape outside.
Well done.

STACY

Thank you, sir.

JBK

Don't thank me yet. The inspection's far from over. The other station's thought I'd miss a few things. They were wrong. Leaky Park had leaks. Spotsville had spots. Cloggyville was clogged. (EXAMINES FINGER) Hmm. Spotless. You've been busy.

STACY

We've done our best s-

JBK (interrupting)

Thought Dilly Lick had top marks until I inspected the tracks. Didn't have the shimmering shine that I insist upon. Waddy had PEACHY engines, but their doorknob screws were dirty. Ha! Can't fool J.B.King.

JUST AS J.B.K. IS ABOUT TO ENTER THE ARCADE, SCHEMER INTERCEPTS. HE IS CARRYING LARGE EARMUFFS AND A HELMET EQUIPPED WITH BLINKERS. HE INTENDS TO PUT THEM ON J.B.K.

SCHEMER

Mister J.B. King, Esquire, sir! Don't inspect yet, sir..not until you put THESE on!

SCHEMER MANAGES TO PUT THE PARAPHANELIA ON AN UNCOOPERATIVE J.B.K.

J.B.K.

Schemer! What's the MEANING of this??

(CONTINUED)

eliminate

Sc 24 CONTINUED:

SCHEMER

Machine's are acting funny, Mister J.B.King, Esquire, Sir! Ghosts, I think. Might be dangerous if you SAW or HEARD them..they crawl around the floor..I wouldn't LOOK down there, sir.

A FLUSTERED J.B.K. TEARS THE HELMET ETC. OFF AND RETURNS THEM TO SCHEMER.

JBK

Ghosts? I'll handle any ghosts..let me see.

Sc 35
ARCADIA
HE ENTERS THE ARCADE. WHILE DOING SO, J.B. PULLS OUT AN ENORMOUS MAGNIFYING GLASS. HE MOVES ALONG THE MACHINES QUICKLY, MUTTERING SATISFIED MUTTERS WHILE SCHEMER TRYs TO DISTRACT HIM:

Uh huh.fine..good..no dust..

SCHEMER

Uh..the CEILING is clean, too.

JBK

Yes..of course..I should hope so.

SCHEMER

And the LIGHT..notice the bulbs. Not a spack.

JBK

Good..good..

SATISFIED, JBK MOVES TO SCHEMER, NOT SMILING BUT OBVIOUSLY IMPRESSED.

No grime. No grunge. No dirt. No dust. Not even a.....

(CONTINUED)

SC. 25
CONTINUED:

SUDDENLY JBK LOOKS DOWN AND SEES THE STAIN

Stain? Is THAT a stain??

SCHEMER

Train? Yes! I think I hear a TRAIN,
too, Sir!

JBK (moving closer)

This definitely looks like a STAIN.

SCHEMER

RAIN! Yes. I think you're right! Looks
like RAIN! Uh huh!

JBK

Schemer, this station is supposed to be
clean.

SCHEMER

It IS, Mister J.B. King, Esquire, SIR!

JBK

Except for the STAIN.

SCHEMER

Except for the STAIN. Yes Sir!

JBK STEPS BACK AND LOOKS AROUND WHILE DEEPLY PONDERING.

JBK

Hmmm.

STACY

Hmmm?

OTHERS (NOT SCHEMER)

(MORE)

(CONTINUED)

25 CONTINUED:

Hmmm?

OTHERS (NOT SCHEMER) (CONT'D)

JBK

I don't know...I just don't know...

SCHEMER

I can't stand the suspense.

JBK LOOKS AROUND AGAIN. SEES THE CUTOUT AND GETS EXCITED:

JBK

YES!

OTHER (EXCEPT SCHEMER)

YES?

SCHEMER (NERVOUS)

"YES!" WHAT??

JBK

Yes. Shining Time Station passes the inspection!

THE OTHERS

Hoorayyy!!

SCHEMER

Oh, merciful J.B. KING, Esquire, Sir!
Thank you. THANK you!

JBK MOVES TO THE TRACING AND PICKS IT UP TENDERLY. HE IS GENUINELY MOVED BY THE IMAGE. IT MIGHT BE THE PICTURE OF A LONG, LOST FRIEND. HE SMILES WITH SATISFACTION AND SIGHS.

JBK (softly)

I KNOW him. Can I...have it?

(CONTINUED)

Se 25
CONTINUED:

46.

OTHERS

YES!!

DAN

I made it myself.

JBK (lost in reverie)

Thank you.

STARING HAPPILY AT THE TRACING, JBK MAKES HIS EXIT. THEY ALL
FOLLOW HIM.

STACY

Thank you, Mister King.

JBK

Thank YOU!

SCHEMER

No, thank YOU, Mister J.B.King, Esquire,
SIR!

THEY EXIT.

MISTER C APPEARS. LOOKS AROUND AT THE EMPTY STATION AND
WIPES HIS BROW IN A GESTURE OF RELIEF.

MR C

Well, I'm glad THAT'S over. I've had
enough of Double Trouble.

ECHO (or is it?)

Trouble..trouble..trouble..

MISTER C REACTS WITH A SURPRISED EXPRESSION.

MR C

Must be an echo..

(CONTINUED)

S. 25
CONTINUED:

ECHO

Echo...echo...echo..

FADE OUT.

THE END

RICK - I KNOW IT'S LONG -
ONE WAY TO SHORTEN IS
TO CUT OUT THE DOUBLE'S
DIALOGUE AND STICK WITH
HUMMING. I AM ATTEMPTING
TO CUT - BUT ~~S~~ SINCE I
PROMISED TO FAX TODAY -
HERE IS DRAFT 2 -

DM

Too long

Double needs motivation for mischief

Why not have magic undo all mess in station

Why not have stain disappear before J.B.K. eyes

due to Mr C. using magic positively

~~to~~ as payback